



# Star Wars Roleplaying Game

## 4 Jensaarai

# Dungeon 98

©2003 Wizards of the Coast, Inc. Published electronically by Paizo Publishing, LLC., under license.  
Permission granted to print one copy for personal use only.  
No other reproductions permitted without the express authorization of the copyright holder.

# STAR WARS

ROLEPLAYING GAME

## I, JENSAARAI

By Rodney Thompson  
Illustrations by Ramón Pérez

**Think, for a moment, of the most interesting and exciting aspects of the Jedi: the flashing lightsabers, mystic powers, dedication to the Republic, deep philosophy, and an awe-inspiring presence unseen in the rest of the galaxy.** Picture the Sith, their mortal enemies: aggressive, lurking in the shadows, and ruthless beyond all measure. Now imagine that some of those

same Jedi were trained by teachers who used aspects of Sith philosophy in their instruction, integrating them into a training regimen while isolated from the rest of the galaxy. The result of this combination is an organization of Force users known as the Jensaarai, the armor-wearing, lightsaber-toting vigilante guardians of an isolated planet first featured in the *Star Wars* novel *I, Jedi*, by Michael A. Stackpole.

### History

As the Clone Wars drew to a close, the Jedi Order crumbled under heavy casualties. With many Jedi dead or missing and

the future of the order in question, some Jedi began deserting the Order and heading off to survive on their own. One such deserter was a mysterious Jedi known as Nikkos Tyris, an Anzati who was one of the oldest living Jedi at the time.

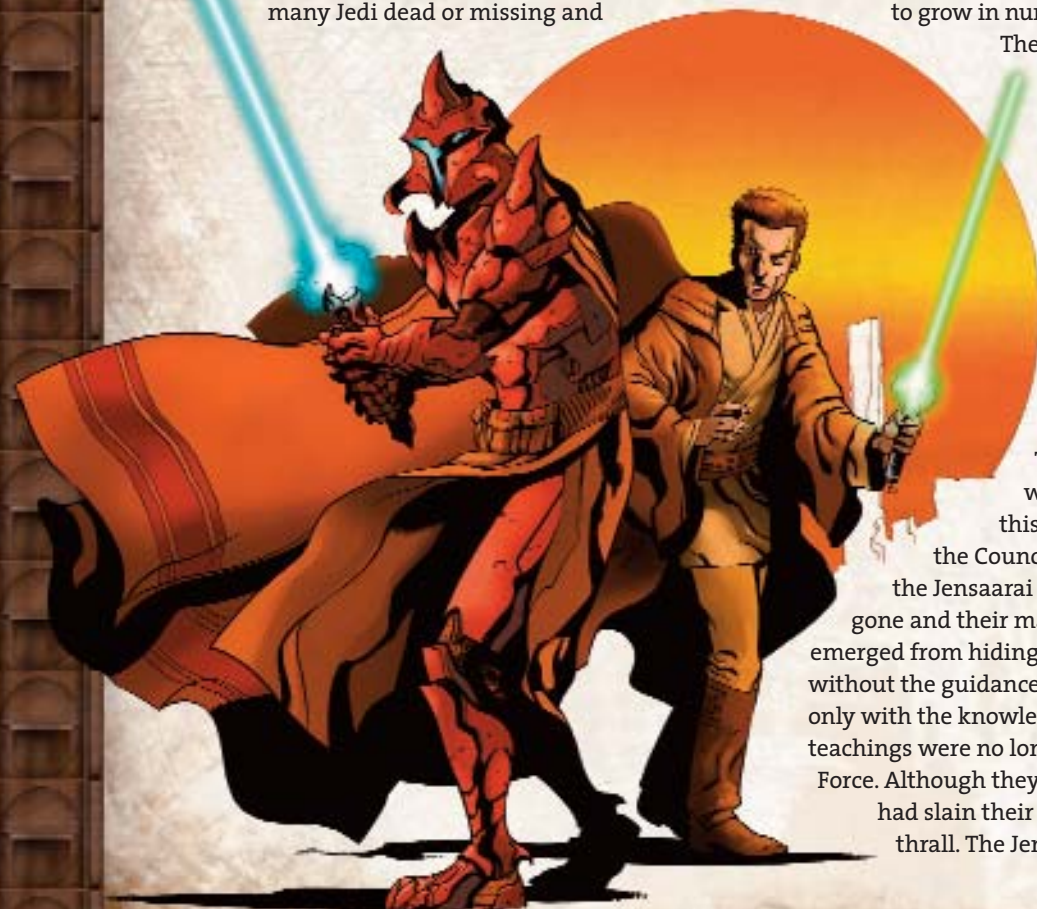
Tyris and at least two other Jedi Knights had discovered ancient Sith documents dating back thousands of years. Upon deciphering the cryptic Sith language, they began to absorb the knowledge within. This new information drastically altered their view of the Jedi, inspiring them to splinter off to form their own organization. Digging deeper into the mysterious documents, they learned new and forbidden techniques that the Jedi had deemed highly dangerous or maliciously evil. Their power grew quickly and their resentment of the Jedi began to consume them. They began taking on students and forming families; eventually they had developed into a community that incorporated Sith ideas and traditions into traditional Jedi teachings. Eventually, they named themselves the Jensaarai, an ancient Sith word meaning "hidden followers of truth," and continued to grow in numbers.

The Jedi Order dispatched a trio of Jedi, among them Corellian Jedi Master Nejaa Halcyon and Caamasi Jedi Knight Ylenic It'kla, to either bring Tyris and his band back into the Order or keep them from spreading their heresy any further.

Unsurprisingly, the tainted leaders of the Jensaarai resisted. On the plains of the moon Susevfi, there was a great lightsaber duel between the three Jedi against Tyris and the other two fallen Jedi.

The three Jensaarai were slain, as was Master Halcyon. Sole survivor of this encounter, Ylenic It'kla returned to

the Council with the belief that the threat of the Jensaarai had been eliminated. With the Jedi gone and their masters slain, the remaining Jensaarai emerged from hiding and continued to train, though without the guidance of true Masters. Forced to continue only with the knowledge they had been given, Jensaarai teachings were no longer tainted by the dark side of the Force. Although they harbored hatred for the Jedi who had slain their Masters, they escaped the dark side's thrall. The Jensaarai teachings became more prac-





tical, focusing less on the inherent existentialism of the Jedi, but with a respect for life not found in Sith lore.

Like the Jedi, the Jensaarai were hunted by the Empire, forcing them to remain in hiding until the Emperor's death. Years after the Battle of Endor, the Jensaarai resurfaced when former Moff Leonia Tavra convinced the Saarai-kaar, leader of the Jensaarai, that they were still in danger. Her manipulation turned the Jensaarai into Force-powered pawns. Tavra ordered the capture of smuggling heiress Mirax Terrik in a revenge plot to lure her husband, Rogue Squadron pilot and Jedi apprentice Corran Horn, to Susevfi. The plot was foiled with the help of Jedi Master Luke Skywalker and Caamasi Elegos A'kla. The Caamasi species' unique *memnii*—shared memories—revealed the true events of the long-ago battle between the Jensaarai and the Jedi. Having witnessed the truth about their founders, the Jensaarai entered an uneasy alliance with the Jedi and sent a delegation to Master Skywalker's Jedi academy on Yavin 4.

## Organization

Founded on training perfected by the Jedi Order for thousands of years, the Jensaarai tradition contains many similarities to that of the Jedi. Special Jensaarai roam Susevfi, discreetly testing youths for inborn ability and secretly recruiting them as apprentices. With no code of abstinence, the Jensaarai ranks are further swollen by their own Force-sensitive offspring. The young first sharpen their martial skills in large groups before graduating to a series of one-on-one training regimens. Jensaarai apprentices train with a new mentor each year until attaining the rank of defender.

A Jensaarai apprentice is taught the art of the lightsaber from a very young age. Whereas for Jedi the construction of a lightsaber is a major step, for the Jensaarai it is only half the equation. Their training focuses on defending others and protecting the Jensaarai from being discovered by enemies such as the Jedi. In this time, lessons combine defensive aspects of Jedi training with more aggressive Sith tactics. Jensaarai lore is rife with tales of Jedi betrayal. Once the Empire sought to destroy all Force-users, apprentices were similarly taught of Imperial injustices. Jensaarai apprentices focus more on martial skills for the better part of their education when compared to Jedi Padawan apprentices, who are expected to seek balance in their studies.

**TYPICAL JENSAARAI APPRENTICE:** Male or Female Human Jedi Guardian 4; Init +1 (Dex); Def 15 (+1 Dex, +4 class bonus); Spd 10 m; VP/WP 35/14; Atk +8 melee\* (2d8+2, crit 19–20, lightsaber) or +5 ranged; SQ Deflect (+1 dodge bonus to Defense, –4 penalty to redirect); SV Fort +6, Ref +5, Will +3; SZ M; FP 1; DSP 0; Rep 1; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 10. Challenge Code: B.

**Equipment:** Lightsaber, comlink, standard clothing.

*\*A typical Jensaarai apprentice has constructed his or her own lightsaber.*

**Skills:** Craft (lightsaber) +4, Hide +3, Intimidate +2, Knowledge (Jensaarai lore) +4, Read/Write Basic, Read/Write Sith, Speak Basic.

**Force Skills:** Battlemind +6, Enhance Ability +6, Force Defense +4, Force Stealth +4, Force Strike +4, Heal Self +4, Move Object +2.

**Feats:** Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Weapon Focus (lightsaber), Weapon Group Proficiency (simple weapons).

**Force Feats:** Alter, Control, Lightsaber Defense, Sense.

The final test of a Jensaarai student's training is the construction of ceremonial armor. Once complete, the apprentice is then a Jensaarai defender, charged with protecting the people of Susevfi. Similar to the Jedi Knights, defenders maintain truth and justice. Unlike the meditative Jedi, Jensaarai are quick to resort to martial solutions and overt use of the Force to maintain the peace.

Defenders carry on the prejudices and grudges born of their formative years in everything they do. During the reign of the Empire, some defenders roamed Susevfi, harassing Imperial forces. Others relentlessly prepare for the imminent confrontation with the remnants of the Jedi Order. Many defenders master a variant lightsaber combat style known as Shien as well as their own martial arts style, called Rek'dul. Through the application of these fighting techniques, the aggressive Jensaarai defender is a formidable foe in combat.

**TYPICAL JENSAARAI DEFENDER:** Male or Female Human Jedi Guardian 6/Jensaarai Defender 4; Init +1 (Dex); Def 19 (+1 Dex, +8 class bonus); DR 3; Spd 10 m; VP/WP 76/15; Atk +14/+9 melee\* (4d8+2, crit 19–20, lightsaber) or +11/+6 ranged; SQ Deflect (+2 dodge bonus to Defense, –4 penalty to redirect, 2m area), Force barrier, resist dark side; SV Fort +9, Ref +10, Will +6; SZ M; FP 2; DSP 2; Rep 3; Str 15, Dex 13, Con 15, Int 11, Wis 12, Cha 10. Challenge Code: D.

**Equipment:** Lightsaber, Jensaarai armor, comlink.

*\*A typical Jensaarai Defender has constructed his or her own lightsaber.*

**Skills:** Craft (armor) +6, Craft (lightsaber) +4, Hide +3, Intimidate +2, Knowledge (Jensaarai lore) +7, Move Silently +2, Read/Write Basic, Read/Write Sith, Speak Basic, Spot +4.

**Force Skills:** Battlemind +9, Enhance Ability +9, Farseeing +3, Force Defense +6, Force Stealth +9, Force Strike +4, Heal Self +6, Illusion +4, Move Object +4, See Force +3, Telepathy +5.

**Feats:** Armor Proficiency (light), Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

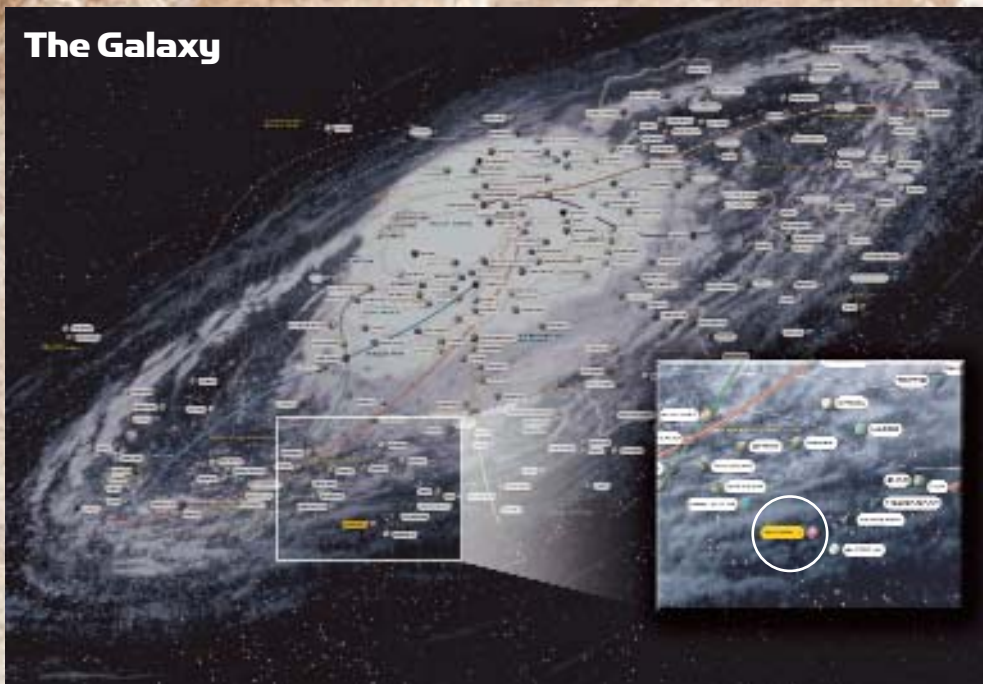
**Force Feats:** Alter, Attuned, Burst of Speed, Control, Lightsaber Defense, Sense.

## The Saarai-kaar

From the founding of the Jensaarai until their discovery (and beyond) there has always been a single leader known as the Saarai-kaar. The fallen Jedi Tyrus was the



## The Galaxy



first Saara-kaar. He was succeeded by a human woman in her mid-forties with fiery blue eyes and a fierce and disciplined personality. Originally the wife of one of the Jedi that rebelled with Tyrus during the Clone Wars, she has done incredible things for the group and suffered some terrible tragedies. Her husband was slain by the Jedi, her son murdered by Darth Vader, and she's endured a lifetime of being hunted, feared, and accused of heinous acts to maintain the secret of the Jensaarai. Though

### Suarbi 7/5

Suarbi 7/5 is the fifth moon of the seventh planet of the Suarbi system, located in the Quence sector. Suarbi 7 is a massive gas giant which generates enough gravity to sustain an asteroid belt and more than a dozen moons. Susevfi, as Suarbi 7/5 is commonly known, is covered in vast, sprawling savannahs and grasslands, and boasts a large civilized population. The planet was originally colonized by humans about 400 years before the Battle of Yavin; Corporate Sector expatriates decided to tame the habitable moon. Several major settlements developed from that original expedition. The planet has a Stellar-class spaceport in the seaside city of Yumfla that is the center for commerce on the moon. It is the planet's largest settlement and central location from which the Jensaarai operate.

Though relatively young as a colony world, the planet boasts a moderate-sized population composed predominantly of humans. Susevfi is as technologically advanced as most Mid Rim worlds, and sees a fair amount of space traffic on a daily basis. For the most part, the moon has enough natural resources to be self-sufficient. Still, there is a healthy amount of imported goods available in the moon's major ports.

The Jensaarai are headquartered out of a guild house constructed for them by a wealthy benefactor. The Saara-kaar issues all assignments and orders from this building, and young apprentices are trained within. Beneath the building, ominously dark catacombs lead to a mausoleum. It is the final resting place of fallen Jensaarai Masters and heavily inscribed with Sith writings.

beleaguered, she has managed to keep the organization growing over the years, despite the bitterness in her heart and a thirst for vengeance. With the arrival of Corran Horn and Luke Skywalker on Susevfi, the Saara-kaar's world turned upside down. Confronted with the truth about her husband, she reconsidered her long hatred of the Jedi. Hoping to strengthen both traditions, the Saara-kaar accepted Master Skywalker's offer to trade information and training techniques.

**SAARA-KAAR:** Female Human Jedi Guardian 6/Jensaarai Defender 9; Init +6 (Dex, Improved Initiative); Def 22 (+2 Dex, +10 class bonus); DR 3; Spd 10 m; VP/WP 93/13; Atk +18/+13/+8 melee\* (6d8+1, crit 19–20, lightsaber) or +17/+12/+7 ranged; SQ Deflect (+3 dodge bonus to Defense, –3 penalty to redirect, 2m area), Force barrier, resist dark side, Force cloak, ballistakinesis; SV Fort +10, Ref +13, Will +9; SZ M; FP 3; DSP 7; Rep 5; Str 13, Dex 14, Con 13, Int 11, Wis 15, Cha 13. Challenge Code: E.

**Equipment:** Lightsaber, Jensaarai armor, comlink.

\*The Saara-kaar has constructed her own lightsaber.

**Skills:** Bluff +3, Craft (armor) +6, Craft (lightsaber) +4, Hide +6, Intimidate +7, Knowledge (Jensaarai lore) +11, Move Silently +4, Read/Write Basic, Read/Write Sith, Sense Motive +3, Speak Basic, Spot +6.

**Force Skills:** Battlemind +9, Enhance Ability +10, Farsensing +4, Force Defense +7, Force Stealth +9, Force Strike +7, Heal Self +7, Illusion +7, Move Object +6, See Force +6, Telepathy +8.

**Feats:** Armor Proficiency (light), Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Initiative, Power Attack, Sunder, Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

**Force Feats:** Alter, Attuned, Burst of Speed, Control, Force Mind, Lightsaber Defense, Sense.



## Jensaarai in the Star Wars RPG

Jensaarai heroes and Gamemaster characters make an interesting and unique alternative to Jedi in the *Star Wars Roleplaying Game*. For players, the Jensaarai are an alternative to the Jedi that retain the use of a lightsaber without the restrictions of the Jedi Order. An adventuring Jensaarai hero might find herself scouting the galaxy for interesting news to report to the Saara-kaar, for instance. The isolation of the Jensaarai presents a challenge for GMs, as well. Luckily, Susevfi can be developed as a campaign setting. Possible adventures include defending the system from pirate raids, repelling Imperial agents, eliminating Black Sun activity, and even dealing with Jensaarai that have been lost to the dark side.

In the Rise of the Empire era, the Jensaarai often will find themselves coming to terms with who they are in the wake of the devastation of the Clone Wars and the “betrayal” of the Jedi. During these years, their travels in the galaxy must proceed with caution, as the Empire’s Jedi hunters are everywhere. Like much of the galaxy, the *Jensaarai’s* loathing for the Empire can result in lashing out, rebellion, or other conflict. Similarly despised are the Jedi themselves, few of whom survived the Empire’s ascent but are still to be fought against nonetheless. When encountering any of these antagonists, all Jensaarai, fueled by the strength of their conviction and aggressive philosophies, react with vehemence or outright violence in many cases. Some Force users that have not been trained by the Jedi might find themselves the target of Jensaarai conversion; some Jedi might even find themselves being preached to by a zealous defender in the hopes of bringing them back to the true way. But with Inquisitors on their tail and an unfamiliar galaxy before them, few players will have much time to debate philosophy with their rivals.

Once the Jensaarai come out of hiding (an event that occurs 11 years after the battle of Yavin), their perspective changes drastically. Following the destruction of the Empire, the Jensaarai ally with Master Skywalker’s Jedi and trade techniques. Jensaarai defenders are not a common sight, but have few compunctions about exploring the galaxy. When the Yuuzhan Vong invade and demand the unconditional surrender of all Jedi, the Jensaarai will find themselves hunted too. The extra-galactic, Force-absent invaders fail to see the difference between the two.

Introducing a Jensaarai GM character into an adventure or campaign can be a refreshing change from the stark moral strongholds of the light and dark sides of the Force. Because the Jensaarai walk a fine line between darkness and light, it might be unclear to Jedi heroes whether an angry, violent defender is mostly good or mostly evil. A Jensaarai-in-hiding might work with the heroes, helping or hindering them, without revealing her true motives.

## Jensaarai Armor

Years after the death of Nikkos Tyriss, the Saara-kaar discovered Sith records that told of weaving cortosis

armor. Since neither Tyriss nor any of her students could understand many of the ancient Sith writings, the armor constructed by the Jensaarai is significantly weaker than the powerful suits of dark armor constructed by Sith craftsmen.

A *Jensaarai’s* armor is to the defender what the lightsaber is to the Jedi Knight. Its construction is a rite of passage that marks the apprentice’s dedication to defense and protection. When the apprentice is deemed ready, he chooses a creature that best exemplifies his personality traits. He constructs his armor, in the image of that creature, fashioning a suit that covers head, torso, arms, abdomen, and thighs. The armor of the Saara-kaar differs slightly; it’s in the image of a beautiful woman. The armor is made of woven cortosis, a craft perfected by the Jensaarai over the years. The end result is an intimidating suit of custom-built armor that fits like a glove.

Jensaarai armor is the equivalent of a combat jumpsuit as described in Chapter 7: Equipment of the *Star Wars Roleplaying Game Revised Core Rulebook* with two added benefits. Like the Yuuzhan Vong’s Vondun crab armor, cortosis weave armor retains its DR value against lightsaber attacks. Plus, any lightsaber that damages the wearer is deactivated, requiring the attacker to spend a free action to reactivate it using the switch weapon mode free action. If the character has any remaining lightsaber attacks, he loses his next single lightsaber attack that round while reactivating his weapon.

Creating a basic suit of Jensaarai armor requires 5500 credits worth of materials. Some Jensaarai choose to functionally enhance the creature motif of the armor’s design. For example, a suit of armor intended to resemble a predatory bird might have integral macrobinoculars or clawed fingers. See the table below for more options not available in Chapter 7: Equipment. Improving upon the basic design increases the material cost by 1/3 the added item’s purchase cost. Only low, medium, or high complexity items can be added in this way. Regardless of how many additions are made to the armor, it is a high complexity item when determining cost of tools and Craft DC. Five or more ranks of Knowledge (Jensaarai lore) are required to begin work on a suit of armor. See the Craft skill in Chapter 4: Skills of the *Star Wars Roleplaying Game Revised Core Rulebook* for more information.

**Table 1: Jensaarai Armor Options**

OPTION	MATERIAL COST	WEIGHT
<b>Claws</b> (+1 punch damage per damage die, changes damage type to Slashing)	50	2 kg
<b>Camouflage</b> (+4 equipment bonus to Hide checks in one chosen environment: arctic, desert, forest, jungle, mountain, swamp, or urban)	100	0.5 kg



## Jensaarai Defender

### Prestige Class Requirements

To qualify to become a Jensaarai defender, a character must fulfill the following criteria.

**Base Attack Bonus:** +4 or more.

**Skills:** Battlemind 6 ranks, Force Stealth 6 ranks, Knowledge (Jensaarai lore) 5 ranks, Read/Write Sith.

**Feats:** Alter, Armor Proficiency (light), Control, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Sense.

**Force Level:** 6+

**Special:** Jensaarai defenders must have constructed their own lightsaber and suit of Jensaarai armor.

### Game Rule Information

**Vitality:** Jensaarai defenders gain 1d8 vitality points per level. The character's Constitution modifier applies.

### Class Skills

The Jensaarai defender's class skills, and the key ability for each skill, are as follows: Bluff (Cha), Craft (Int), Gather Information (Cha), Hide (Int), Intimidate (Cha), Knowledge (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (None), Speak Language (None), Spot (Wis), and Survival (Wis). All Force skills for which the Jensaarai defender meets the prerequisites are considered class skills.

**Skill Points at Each Additional Level:** 6+ Int Modifier

### Class Features

The following are features of the Jensaarai defender prestige class.

#### Starting Feats

The Jensaarai defender has the Weapon Proficiency feats for simple weapons and blaster pistols.

#### Deflect (Defense)

The Jensaarai defender gains deflect (defense), which provides a +1 dodge bonus to Defense when he uses his lightsaber to block ranged attacks. (The Jensaarai defender must be carrying an activated lightsaber to use this ability.) See the Jedi guardian class features in Chap-

ter 3: Classes of the *Star Wars Roleplaying Game Revised Rulebook* for more information on this ability.

#### Defender

At 1st level, the Jensaarai defender gets a bonus feat. This feat must be drawn from the following list and the Jensaarai defender must meet any prerequisites.

Burst of Speed, Dissipate Energy, Lightsaber Defense, Force Mastery, Force Mind, Weapon Focus (lightsaber), Skill Emphasis (choose one Force skill that requires Control).

#### Increase Lightsaber Damage

A Jensaarai defender's ability to deal damage with the lightsaber improves as he gains levels. At 2nd, 5th, and 9th level, the Jensaarai defender's lightsaber damage increases by +1d8. This added damage is cumulative with increased lightsaber damage from other classes.

#### Force Barrier

At 3rd level, Jensaarai defenders gain the ability to create an impenetrable Force barrier to Sense-based Force skills, feats, and abilities. By spending 4 vitality points per round, the character can create a spherical barrier with a diameter equal to the character's Constitution score + 10 meters. This sphere is centered on the user and moves with him. Force users can detect this anomaly without a check of any kind.

#### Resist Dark Side

Also at 3rd level, Jensaarai defenders get a bonus to resist the dark side of the Force. Add one-half the character's Jensaarai defender class level (round down) to his Wisdom ability score when determining the effects of Dark Side Points.

#### Deflect (Extend Defense and Attack)

At 4th level, the Jensaarai defender learns to extend his defensive and offensive deflection skills to others within 2 meters of his position. (The Jensaarai defender must be carrying an activated lightsaber to use this ability.) See the Jedi guardian class features in Chapter 3: Classes of the *Star Wars Roleplaying Game Revised Rulebook* for more information on this ability.

Table 2: The Jensaarai Defender

Level	BASE Attack	FORT Save	REF Save	WILL Save	Special	DEFENSE Bonus	REPUTATION Bonus
1st	+1	+1	+2	+1	Deflect (defense), Defender	+1	+0
2nd	+2	+2	+3	+2	Increase lightsaber damage	+2	+0
3rd	+3	+2	+3	+2	Force barrier, resist dark side	+2	+1
4th	+4	+2	+4	+2	Deflect (extend defense and attack)	+3	+1
5th	+5	+3	+4	+3	Force cloak, increase lightsaber damage	+3	+1
6th	+6	+3	+5	+3	Deflect (attack), bonus feat	+4	+2
7th	+7	+4	+5	+4	Ballistakinesis	+4	+2
8th	+8	+4	+6	+4	Deflect (defense)	+5	+2
9th	+9	+4	+6	+4	Saarai-kaar, increase lightsaber damage	+5	+3
10th	+10	+5	+7	+5	Sith secrets	+6	+3



### Force Cloak

At 5th level, the Jensaarai defender gains the ability to create a Force barrier that muddles electronic sensing devices. By spending 4 VP per round, the Jensaarai defender can create a sphere equal in diameter to the character's Constitution score + 10 meters that acts as a cloaking field affecting electronic sensors. This sphere is centered on the user, and moves with him. When electronic sensors are used on anything within that sphere, add +15 to the DC of anything completely encompassed by the sphere generated by this power.

### Deflect (Attack)

At 6th level, a Jensaarai defender can deflect and redirect a number of attacks equal to one-half his total Force levels, rounded up. The redirected attack must miss the Jensaarai defender by 5 or less; any attack that hits the Jensaarai defender or misses by 5 or more points can't be redirected. (The Jensaarai defender must be carrying an activated lightsaber to use this ability.) See the Jedi guardian class features in Chapter 3: Classes of the *Star Wars Roleplaying Game Revised Rulebook* for more information on this ability.

### Ballistakinesis

At 7th level, the Jensaarai defender gains the ability to turn small objects into potentially deadly ballistae. By expending 3 VP, a character can cause a handful of objects (no larger than 5 kg in total weight) to be propelled at high velocity toward a target as though it were a missile weapon with a range increment of 6 meters. The Jensaarai defender makes a Move Object skill check (DC = target's Defense rating); if successful, the target suffers 2d6 damage. Using this ability requires an attack action.

### Saarai-kaar

Upon reaching 9th level, the Jensaarai defender has achieved a skill level equal to that of the Saarai-kaar. While there can be only one such leader at a time, it is at this level that the rank of Saarai-kaar is achieved and the Jensaarai defender gets a bonus feat. This feat must be drawn from the following list and the Jensaarai defender must meet any prerequisites.

Burst of Speed, Dissipate Energy, Force Mastery, Force Mind, High Force Mastery, Improved Force Mind, Lightsaber Defense, Skill Emphasis (choose one Force skill that requires Control), Weapon Focus (lightsaber).

### Sith Secrets

At 10th level, the secrets and mysteries of the Sith become more comprehensible to the Jensaarai defender, who has unlocked their meaning by studying the ancient Sith tomes. While none but Nikkos Tyriss and his rogue Jedi have achieved this level, it is feasible that one day a member of the Jensaarai might accomplish the same. The character discovers a Sith secret, and select one of the secrets below.

**Improved Battlemind:** Increase the bonus on attack rolls provided by the skill by +1.

**Improved Force Defense:** Increase the bonus on saving throws provided by the skill by +1.

**Improved Force Grip/Force Lightning/Force Strike:** Increase the amount of damage dealt by this skill by +1.

**Improved Force Skill:** Add a +1 Force bonus to any one Force skill in which the Jensaarai defender has ranks. ●

